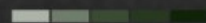




VERTIGO

VIOLIN

MANUAL



CINEMATIQUE INSTRUMENTS

Thank you for buying the Vertigo Violin

How to install?

To install, unzip and drag the instrument folder to any hard drive. Launch Kontakt 5.6.8 or higher and load the .nki instruments. Please do not move any file! By installing the product you accept the enclosed product license agreement. For any kind of questions please contact us at : support@cinematique-instruments.com

Vertigo Violin

Vertigo violin is a new addition to our symphonic range. It is an exciting mixture of different playing techniques of the violin, which have been assembled in our existing Vertigo Engine. The sound of Vertigo Violin is both smooth and rough and opens up the possibility to create very unique and soft string instrument tunings as well as more extreme and strange sounding soundscapes. And all this is - as always - very organic and lively. It fits so well to all types of film music.

In addition, Vertigo violin comes with a portamento patch that plays fifths portamento in up and down variations - all in a polyphony of 1 to 8 violins.

Overview and Concept

Essentially Vertigo Violin is a melange of 14 meticulously selected violin articulations and additional sounds which can be mixed freely to fulfill your creative vision in an intuitive and easy way. The overall sound is characterised by a warm and raw violin ensemble, with a special organic flavor.

Our aim was to deliver an easy playable and inspiring violin ensemble. We recorded different articulations (fragile, sul pont, harmonics, motion and bounce/bow) with a varying amount of players. All sounds can be mixed, tuned and panned individually. Several articulations can also be varied in the amount of players. Vertigo Violin comes with 13 presets to provide instant playable ensembles. All of these aspects come together to form the beautiful, rich and organic sound that is Vertigo Violin.

In addition to this patch we recorded 5th portamentos in both directions (up and down) and put them together in a small and easy playable engine.



Vertigo Violin provides 14 different sound sources.
The instruments are:

Fragile	1, 3 and 4 players played very softly and close to the fingerboard,
Sul Pont	1 and 4 players Played rather harsh and close to the bridge and bowing noises,
Harmonics	1 and 4 players Typical soft flageolet notes,
Motion	1 and 4 players Moving between different articulations like long notes and tremolo,
Random Bounce	Leap - Bouncing the bow randomly on the strings or synced in half, 4th and 16th Bounce and bowing noise
3 Resynthesized	Fragile 1: resynthesized by Panharmonium 32 Osc Saw Sul Pont 4: resynthesized by Panharmonium 14 Osc Triangle Grained: Violins send through various modular effects pedals

Vertigo Violin in detail

All of these sounds are equipped with a separate volume slider, a pitch slider covering a range from -12 to 12 semitones, a pan-pot and a solo button.

Solo	lets the corresponding instrument play in solo mode
Panning	lets the corresponding instrument pan from left to right
Volume	controls the volume of the corresponding instrument



Solo

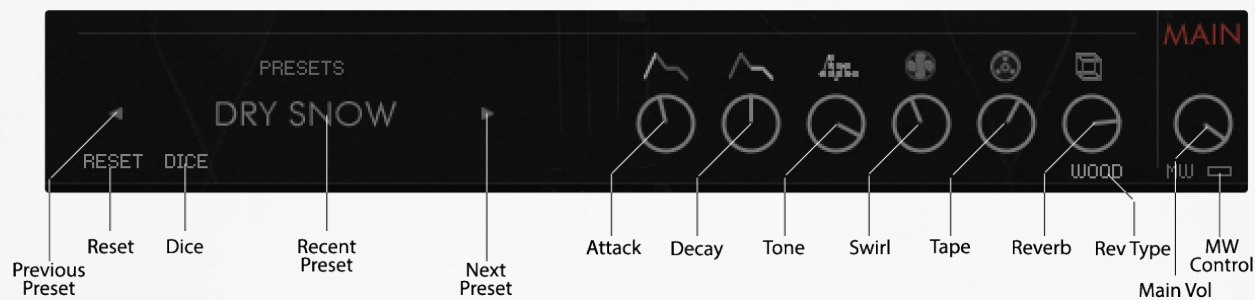
Panning

Volume

Tuning

Tuning	sets the specific interval (pitch) of the corresponding instrument in relation to the played key(s)
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The controls of the master section:



Reset sets the entire instrument back to the default values

Dice sets all(!) paramters randomly

Presets a click on the name will open the preset menu

Previous/ Next by clicking on these arrows you will get to the previous/ next preset

Attack controls the attack of all instruments

Decay controls the decay/ release of all instruments

Tone controls the entire „tone“ of the Vertigo Violin.
This EQ is a kind of low/high bell EQ. Turning counterclockwise will boost the low and reduce the high frequencies. Turning the knob clockwise will achieve the opposite.

Swirl	lets you play the entire sound through a slow running rotary speaker simulation (100% is pure wet)
Tape	lets you play the entire sound through an old tape echo (100% is pure wet)
Reverb	controls the amount of reverb. By clicking on the name below the slider you can select the type of reverb out of 6 different variations. There are six different types: Room, Wood, Chamber, Hall, Church and Infinite
Main	controls the overall volume level of a tape saturation (Gain and Output)
MW	<p>by activating this function, Vertigo Violin will be volume controlled by the modwheel.</p> <p>The modwheel controls the main volume as well as slightly changes the tone (from low to high). Furthermore the engine activates the dynamic layer of all corresponding instruments.</p>

Vertigo Violin is a wonderful tool to easily achieve inspiring as well as unique string ensemble sounds. It gives you a rich and deep sonic experience.



Thanks to René, Jumpel, Niklas and Ege Oran.

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